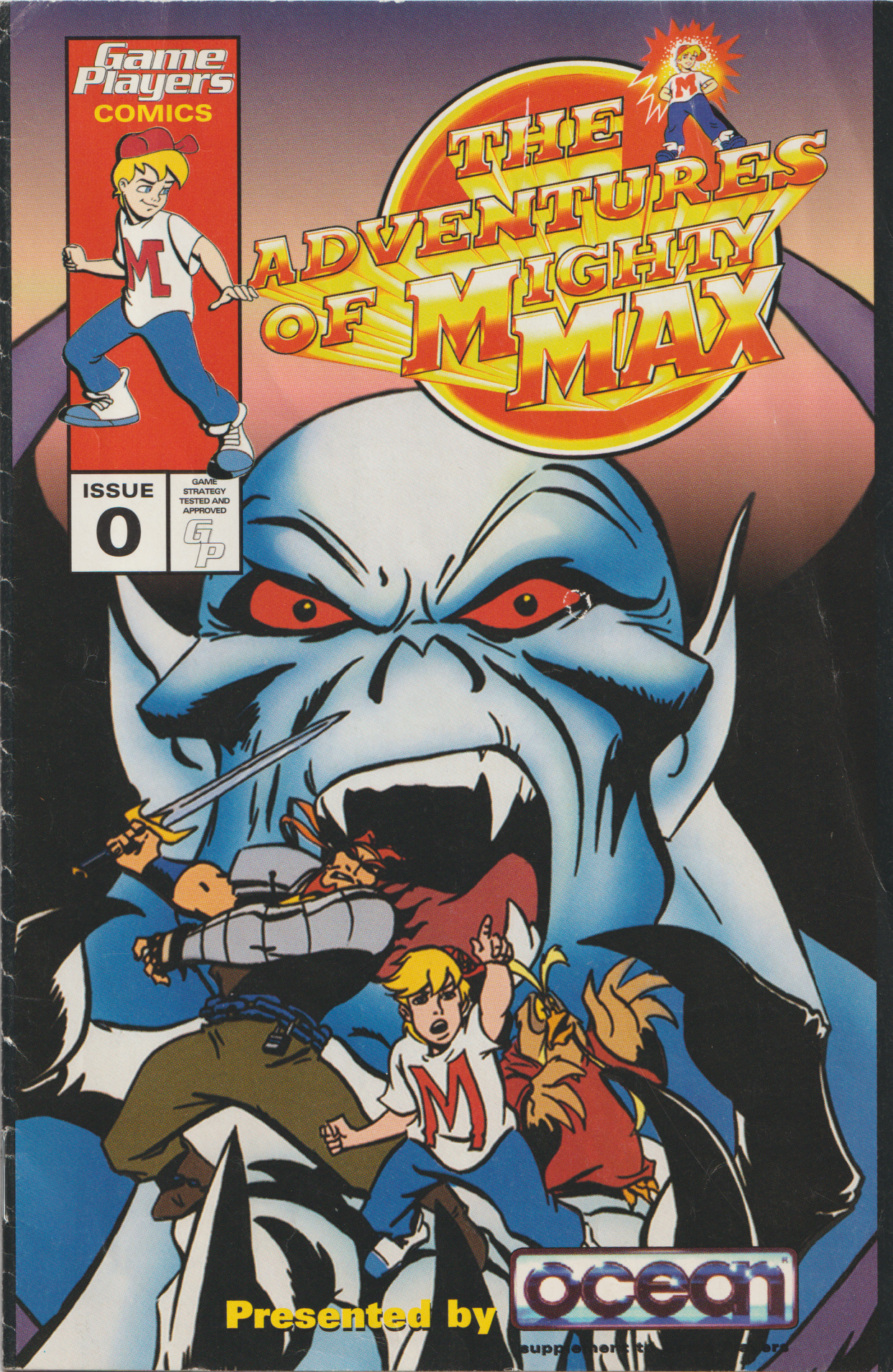
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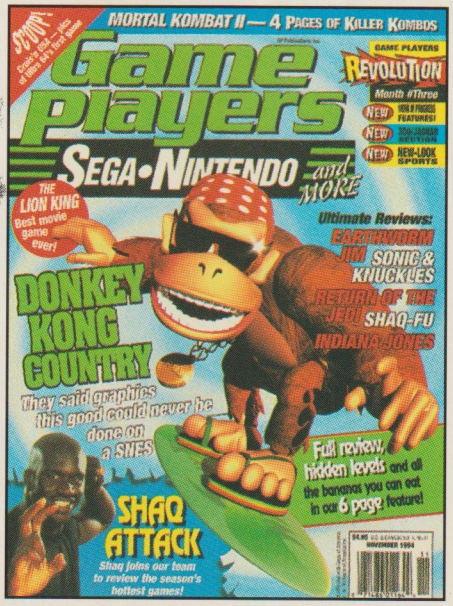

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Traveling around the world was a snap eons ago: You'd step through a portal, and — zowie! — you'd end up wherever you wanted to be! Unfortunately, SkullMaster has destroyed most of the portal system and is using its remnants and his dastardly weaponry to try to take over the world. Max and his friends must stop the evil tyrant before his plan succeeds.

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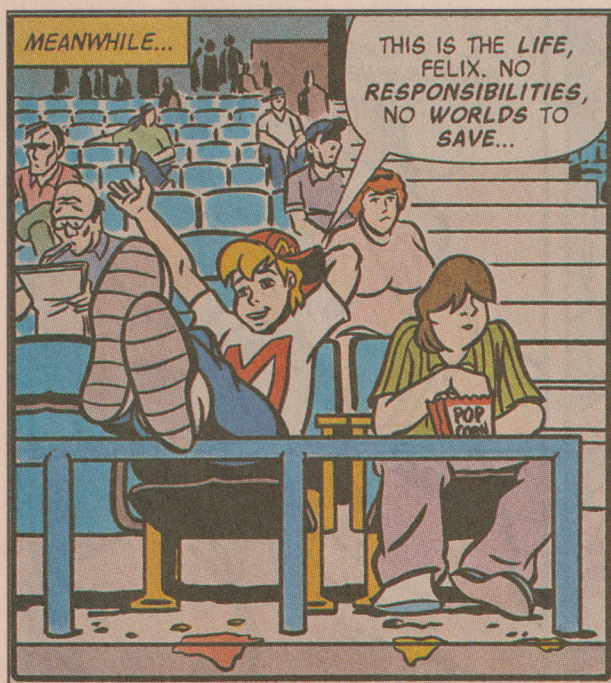
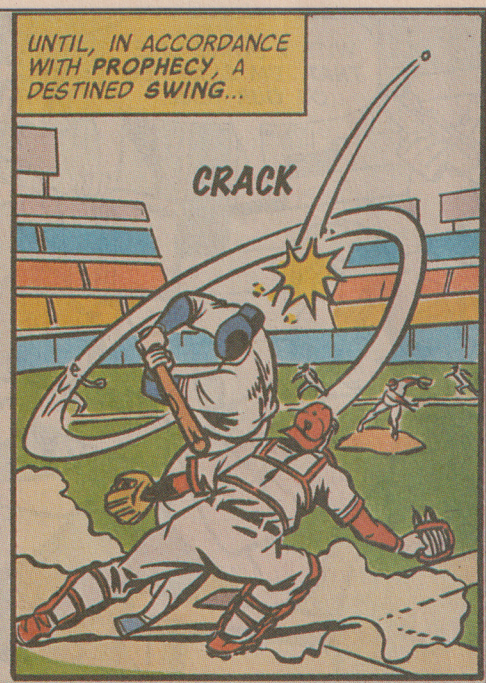
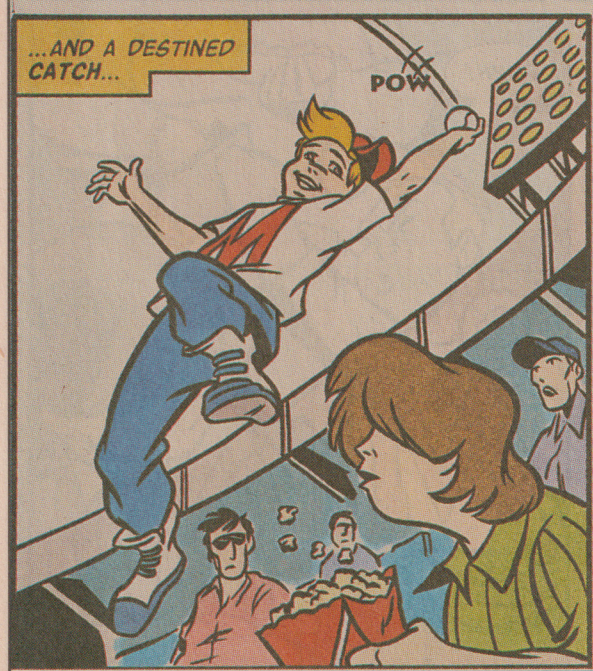
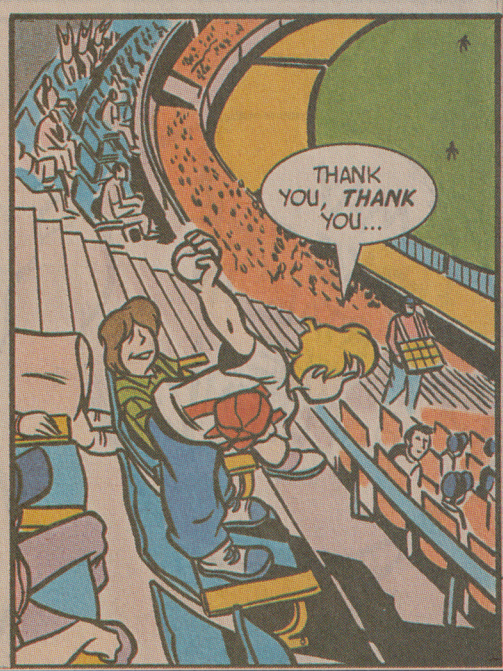
GAME STRATEGY PROVIDED BY GAME PLAYERS. SPECIAL THANKS TO DOUG BRUMLEY AND VINCE MATTHEWS.

THAT ONE IS SKULLMASTER.
AT LAST...
THE EARTHQUAKE I NEEDED TO BREAK OPEN MY PASSAGE TO THE DAY WORLD...
...FROM THIS UNDERWORLD PRISON WHERE I HAVE BEEN TRAPPED FOR A FOOL'S MILLENIUM!
GO! FINISH THE JOB SO THAT I MIGHT AGAIN BE FREE!

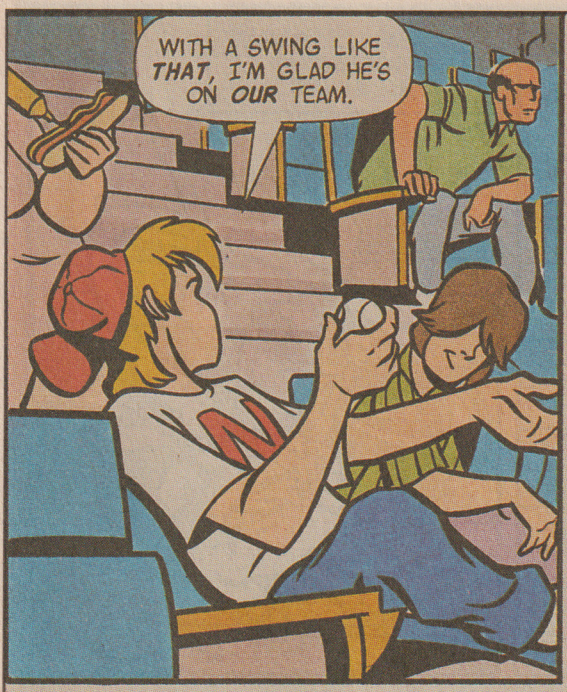

MEANWHILE...
THIS IS THE LIFE, FELIX. NO RESPONSIBILITIES, NO WORLDS TO SAVE...
POP CORN


UNTIL, IN ACCORDANCE WITH PROPHECY, A DESTINED SWING...
CRACK

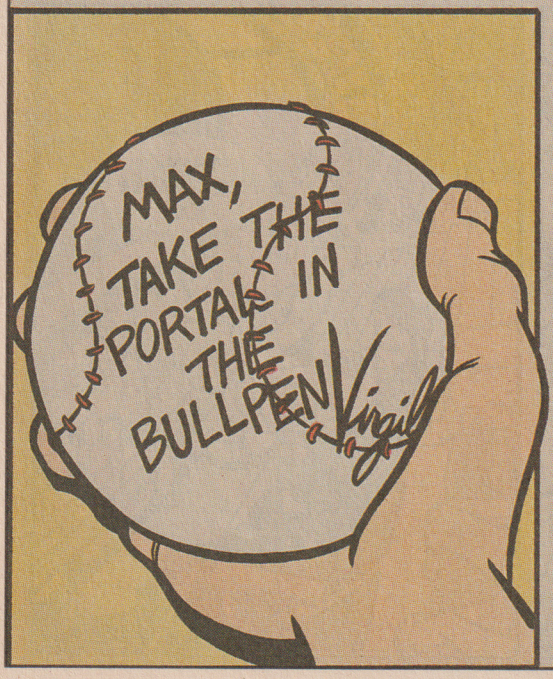

...AND A DESTINED CATCH...
POW

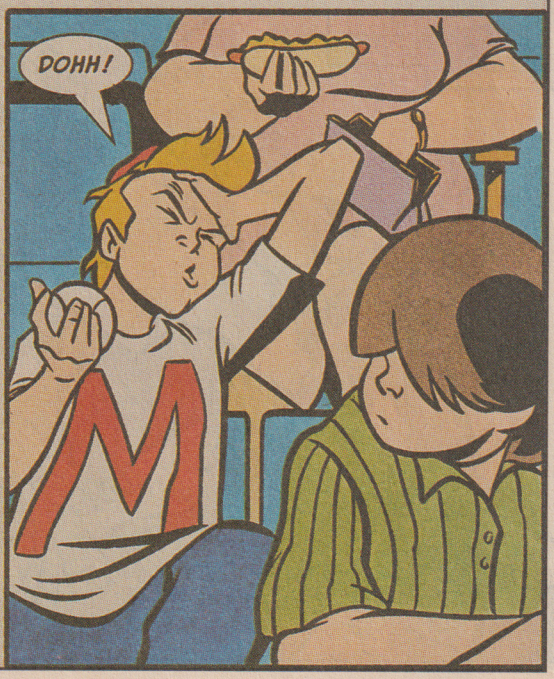

THANK YOU, THANK YOU...

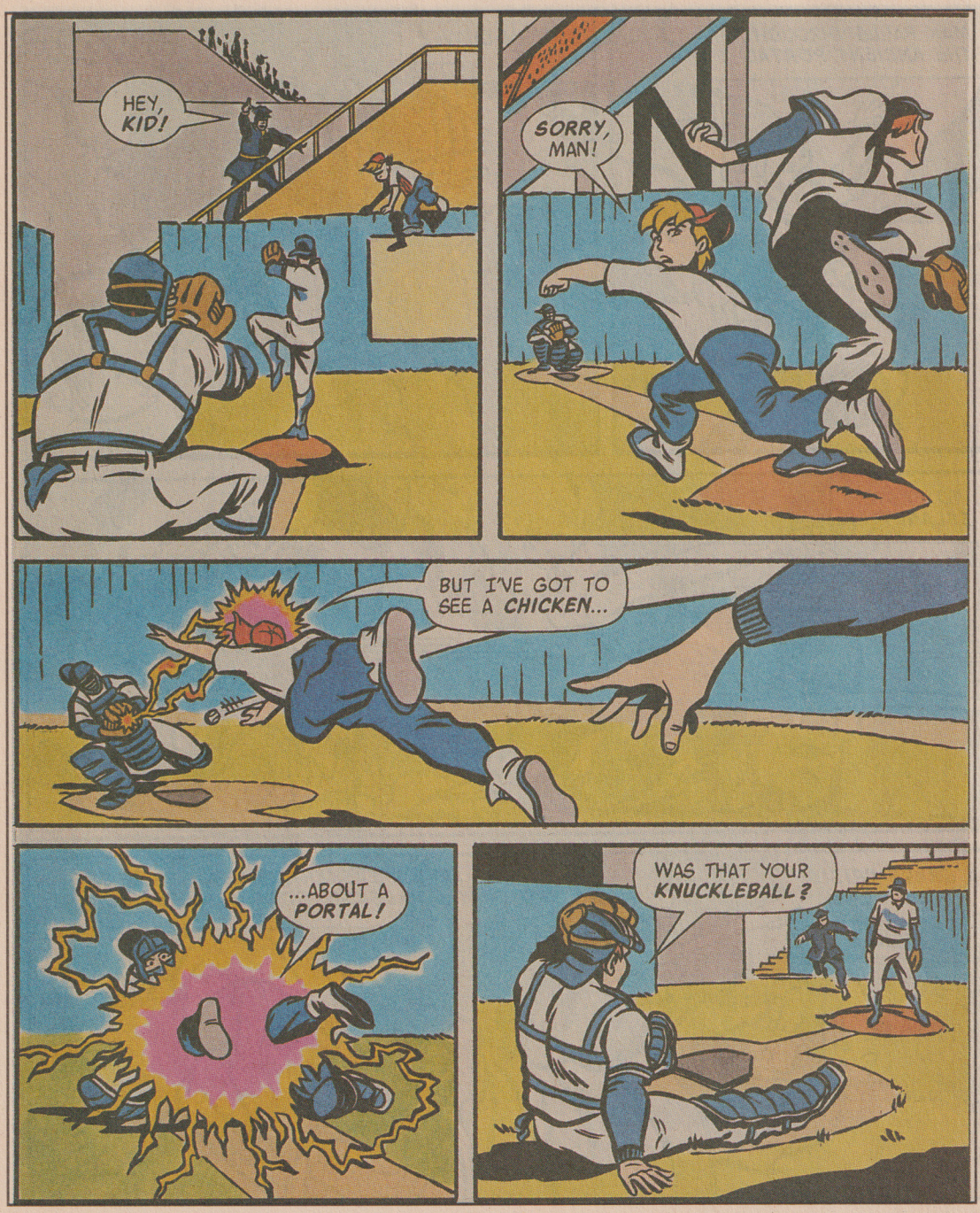
2


WITH A SWING LIKE THAT, I'M GLAD HE'S ON OUR TEAM.

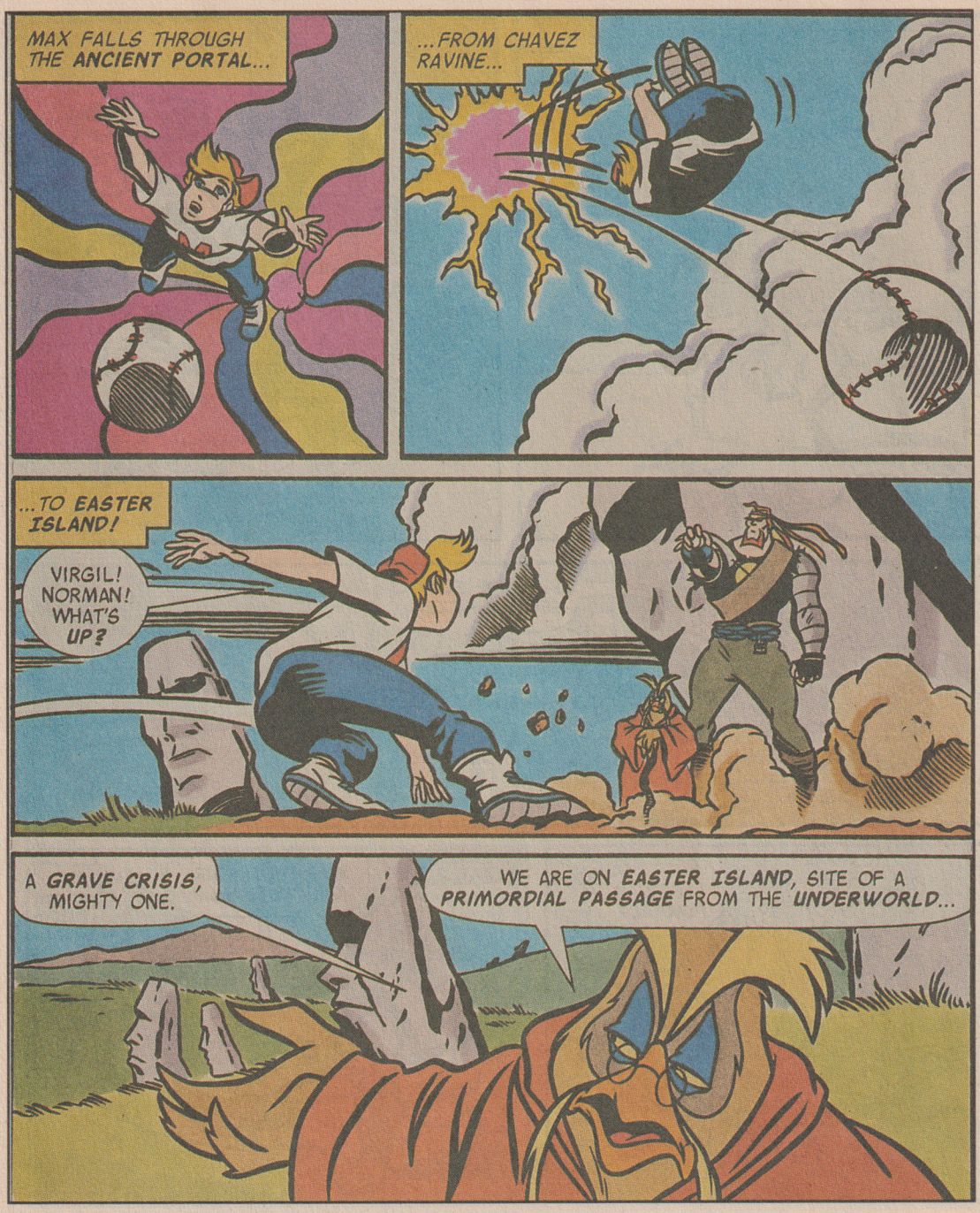
HEY, IT'S ALREADY AUTOGRAPHED!


MAX, TAKE THE PORTAL IN THE BULLPEN! Virgil


DOHH!


HEY, KID!
SORRY, MAN!
BUT I'VE GOT TO SEE A CHICKEN...
...ABOUT A PORTAL!
WAS THAT YOUR KNUCKLEBALL?

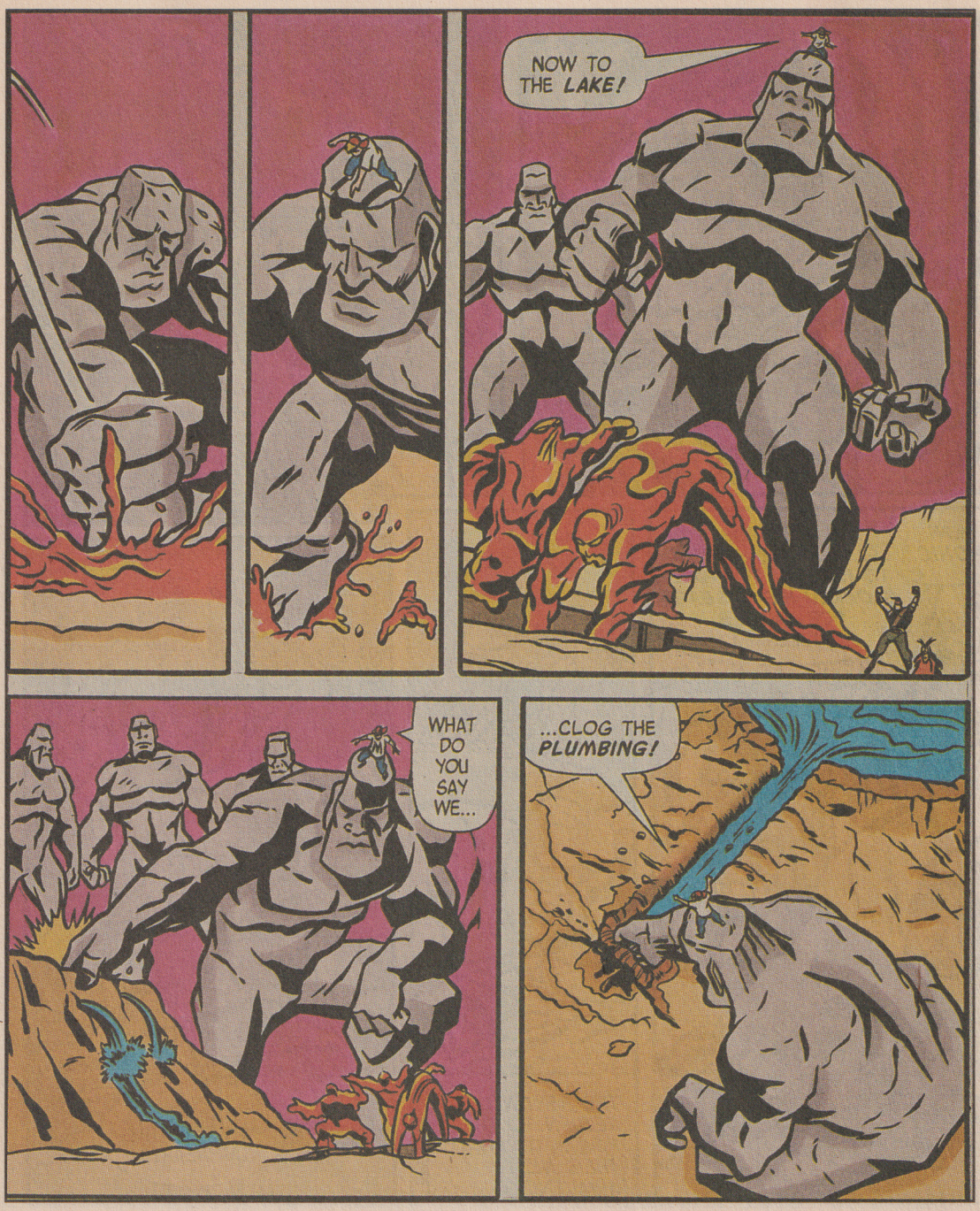
...THAT SKULLMASTER'S LAVA BEASTS ARE QUICKLY CLEARING FOR HIS RELEASE!
IF THEY SUCCEED, THE WORLD WILL BE PLUNGED INTO PERPETUAL DARKNESS!
WATCH OUT, MIGHTY ONE!
I'M MORE WORRIED ABOUT PERPETUAL FLATNESS!
SLAM!


MAX FALLS THROUGH THE ANCIENT PORTAL...
...FROM CHAVEZ RAVINE...
...TO EASTER ISLAND!
VIRGIL! NORMAN! WHAT'S UP?
A GRAVE CRISIS, MIGHTY ONE.
WE ARE ON EASTER ISLAND, SITE OF A PRIMORDIAL PASSAGE FROM THE UNDERWORLD...

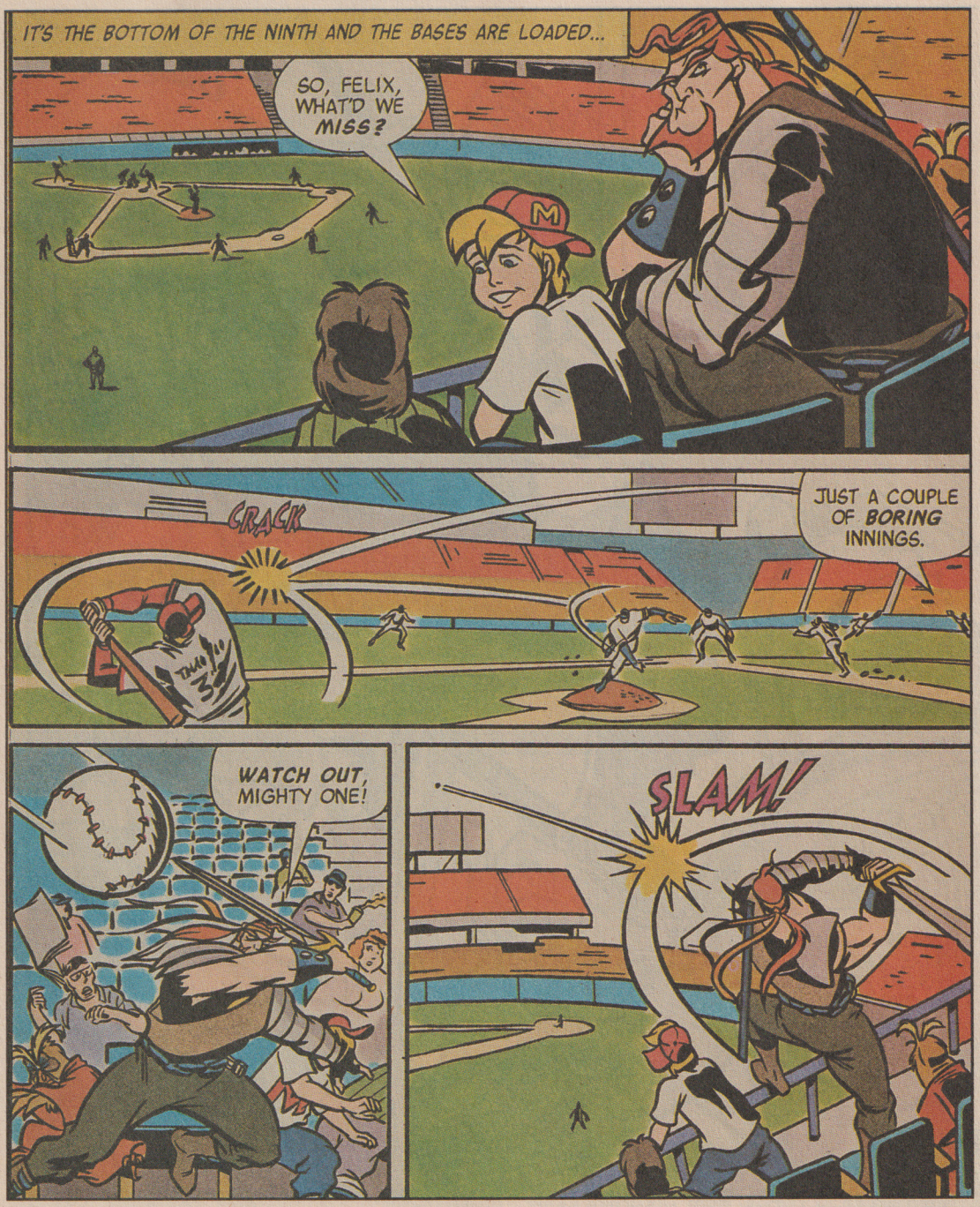
VIRGIL, UNLESS YOU'VE GOT A POCKET FULL OF POSIES...
...WE'D BETTER GET TO THAT LAKE, PRONTO!
GERONIMAX!

ULP!
WAIT!
VIRGIL, CAN YOU READ THIS?
HMPH. OF COURSE. I CAN SPEAK 732 LANGUAGES.
THAT LANGUAGE IS RONGO-RONGO.
IT SAYS, "WITH A MIGHTY CROWN THE TALL SHALL WALK."
I'VE GOT A HUNCH, AND I HOPE IT'S RIGHT!

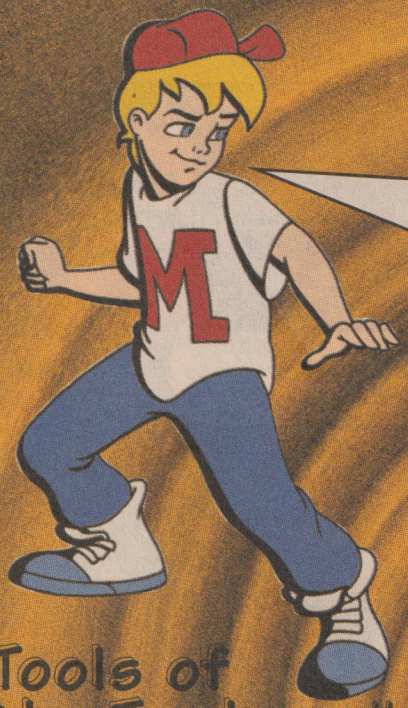
NORMAN!
UP AND OVER!
LET'S SEE IF THIS MIGHTY ONE...
...IS THE CROWN THEY'RE LOOKING FOR!
CRACK
WOAH!


NOW TO THE *LAKE!*
WHAT DO YOU SAY WE...
...CLOG THE *PLUMBING!*

FWOOM!
ROAR!
HOW IRONIC...
THE VERY BEASTS SKULLMASTER CHOSE TO RELEASE HIM HAVE BLOCKED HIS PASSAGE FOR ANOTHER MILLENIUM.
THE SENTINELS RETURN TO THEIR POSTS TO AWAIT THEIR NEXT AWAKENING.
YOU WILL PAY FOR THIS, CAP-BEARER!


IT'S THE BOTTOM OF THE NINTH AND THE BASES ARE LOADED...
SO, FELIX, WHAT'D WE MISS?
CRACK
JUST A COUPLE OF BORING INNINGS.
WATCH OUT, MIGHTY ONE!
SLAM!

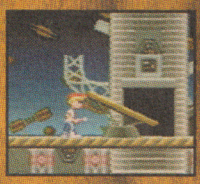
Follow *Mighty Max* and his friends to adventure! *Mighty Max* for Super Nintendo and Genesis systems is now available!



Hi, I'm Max! I've been chosen by the ancient warriors to save the world from the evil SkullMaster. With my friends, Norman and Virgil, I'll help you and you can help me! We've got to gather the pieces of the weapons SkullMaster intends to use to control Earth. Each weapon is scattered into eight separate pieces and hidden in the remaining portals. We can stop SkullMaster and his horde of minions if we just get the weapon pieces! Are you ready? Let's go!

Tools of the Trade

Use these tools to help you collect weapon pieces!



See-Saws: Place an item on one end of the see-saw and drop an item on the other end, it moves a piece to a different area.

Magnets: Use these to attract weapon pieces.

Rafts: Push pieces onto the raft to float them through difficult areas.

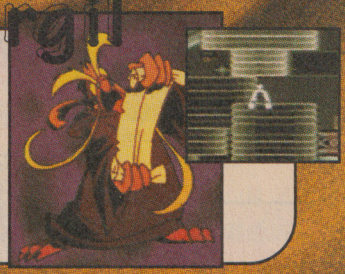
Balloons: Attach a piece of the weapon to a balloon and you can move the piece wherever

I've got some very special friends to help us on this adventure. Here's how you can hook up with Norman and Virgil, the ancient warriors.

Norman

Grab a megaphone, and Norman pops up to protect me from enemies.

Virgil



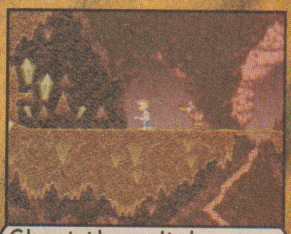
Snag any wishbones you see — they make Virgil give you game hints or info on secret rooms.

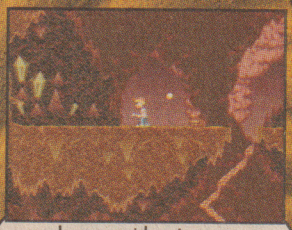
We're sure you've got questions — 'cause we do! At any rate, we thought no one would be better to guide you through the adventures of Mighty Max than the Max-ster himself. Take it away, Max!

Level 1: The Volcano

Q: What are those spikes?

A: The "spikes" are actually switches.


Shoot the switch...


...and open the trap door.

You can play competitively with a friend or team up to gather the pieces.

Q: Can I play with a friend?

A: You sure can.

Q: How do I move things?

A: Why do ya think they call me Mighty Max?!

Pick up things by pressing the X button.

Q: What does the balloon do?

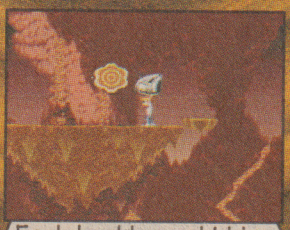
A: It moves the pieces to higher levels.

Attach a balloon to part of the weapon piece — and up, up and away!

Yep, that's the magnet.

Q: What are those wacky magnets used for?

A: Just like the balloons, the magnets help move pieces.

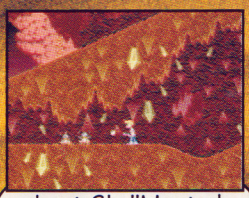

Each level has a hidden portal (some levels have more than one). Find the portal first, then plan how to get all the pieces to it.

Q: Do I just put the pieces in the portal?

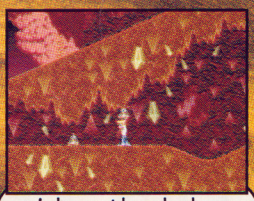
A: Yes, all eight pieces assemble themselves into a weapon once they've been put inside a portal.

Q: Is there any way I can get rid of SkullMaster's evil servants?

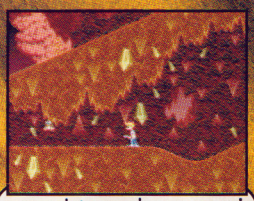
A: You can destroy them by throwing things at them (to turn them into gems) or...



...shoot SkullMaster's evil henchmen...



...pick up the dudes...



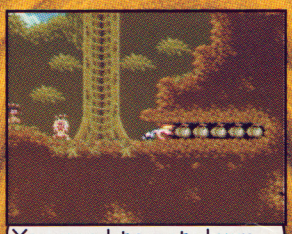
...and toss 'em away!

But Wait — There's More! (or, The Other Levels)

Shoot the switch and pop it on!

Q: How do I turn on the magnet in the Space Station?

A: Look for a switch. Sometimes it's nearby, but other times you may need to look for it in another part of the level.



You need to get down and dirty to reach some bonus items.

Q: I can't seem to reach some areas. How do I get there?

A: Crawl, buddy.

Q: There seem to be too many enemies. How can I stop them?

A: Look for spinning "stop" signs.

Hit a stop sign and freeze the action!

Remember — your friends Norman and Virgil are always around to help.

Q: This game is really hard, Max. Are there any codes to help me get through it faster?

A: Hey! You don't want me to give away the whole game, do ya? Come on! I need your help to beat SkullMaster! You can do it, so don't give up now!

PART 2: THE CHAOS CONTINUES

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IS ABOUT TO BECOME
THE BIGGEST VIDEO GAME EVENT OF ALL TIME

ONE MORE TIME.

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